METHOD AND APPARATUS FOR GRAPHICS PROCESSING
IN A HANDHELD DEVICE

ABSTRACT

The present invention includes a method and apparatus for graphics processing in a handheld device including a transform engine capable of receiving vertex information. The transform engine generates a plurality of vertices from the vertex information, wherein each of the vertices includes a corresponding bin identifier. The method and apparatus further includes view frame factors defining a clipping region such that when any of the plurality of vertices is within the clipping region, a clip identifier is generated for that vertex using the corresponding bin identifier. A vertex shader coupled to a clipping module, wherein the clipping module generates supplemental vertices and the vertex shader receives the supplemental vertices therefrom. The vertex shader combines the supplemental vertices with the bin identifiers and are provided to a vertex buffer.